Game.html

```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
```
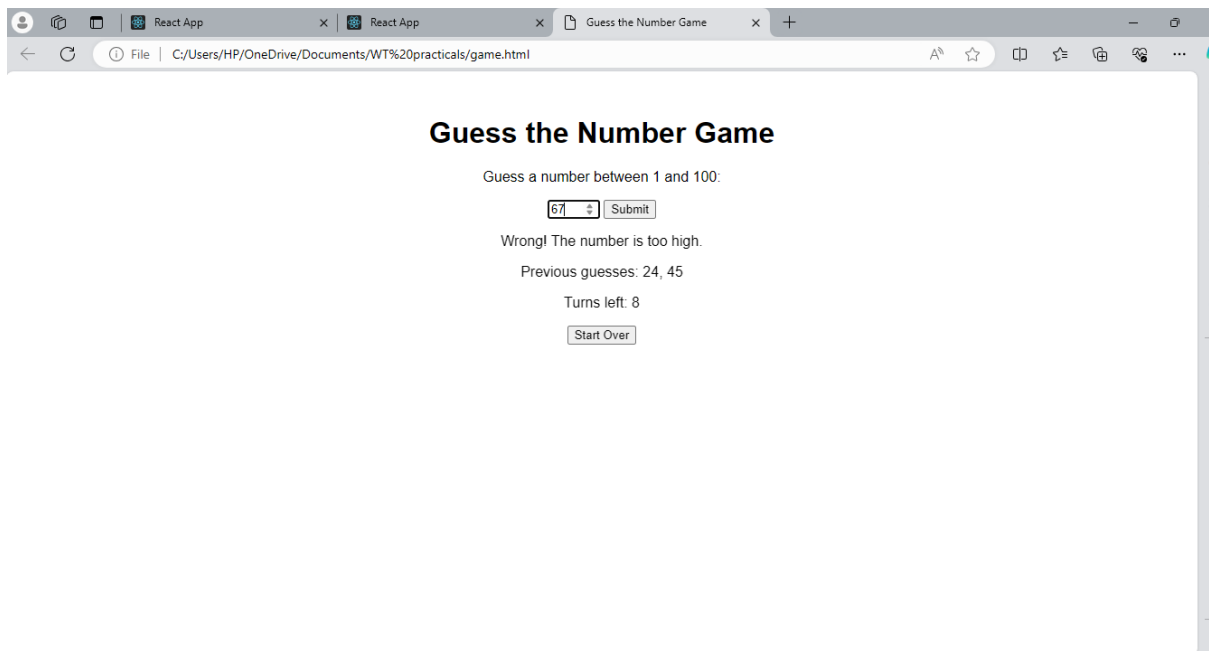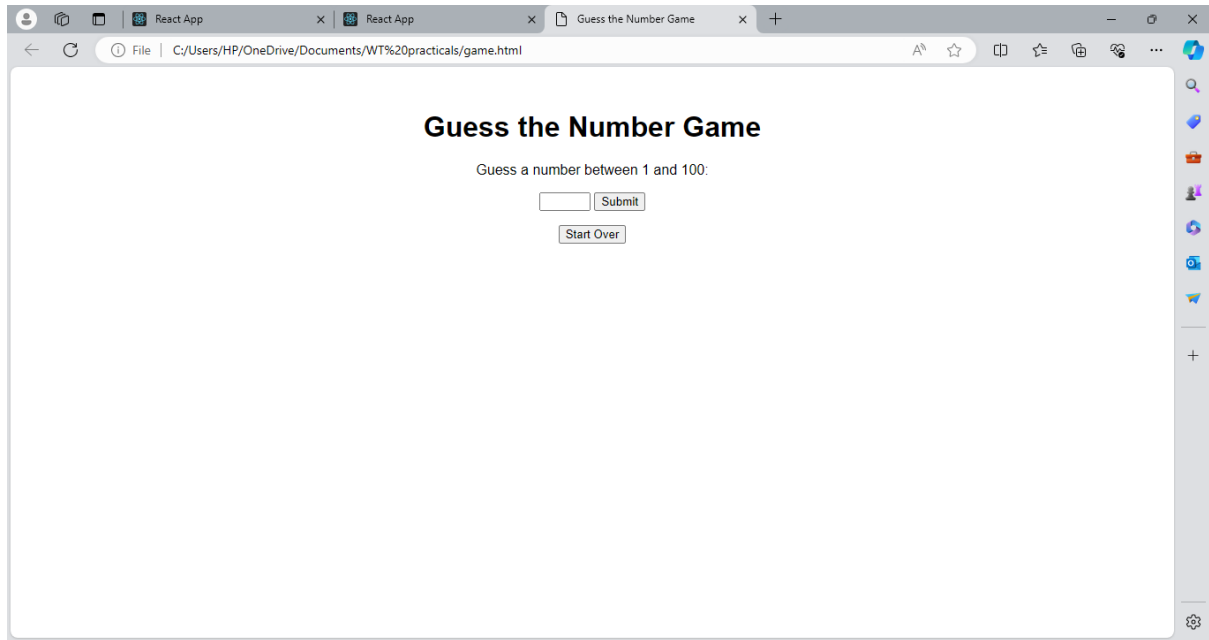
```html
<title>Guess the Number Game</title>
<style>
  body {
    font-family: Arial, sans-serif;
    text-align: center;
  }
  h1 {
    margin-top: 50px;
  }
  #guess-input {
    width: 50px;
  }
</style>
</head>
<body>
<h1>Guess the Number Game</h1>
<p>Guess a number between 1 and 100:</p>
<input type="number" id="guess-input" min="1" max="100">
<button onclick="checkGuess()">Submit</button>
<p id="result"></p>
<p id="previous-guesses"></p>
<p id="turns-left"></p>
<button onclick="resetGame()">Start Over</button>

<script>
  let randomNumber = Math.floor(Math.random() * 100) + 1;
  let turns = 10;
  let previousGuesses = [];

  function checkGuess() {
    const guess = parseInt(document.getElementById('guess-input').value);
    if (isNaN(guess) || guess < 1 || guess > 100) {
      document.getElementById('result').textContent = 'Please enter a valid
number between 1 and 100.';
      return;
    }

    turns--;
    previousGuesses.push(guess);

    if (guess === randomNumber) {
      document.getElementById('result').textContent = `Congratulations! You
guessed the correct number: ${randomNumber}`;
      endGame();
    } else if (turns === 0) {
      document.getElementById('result').textContent = `Game over! The number
was: ${randomNumber}`;
      endGame();
```

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      } else {
        let message = `Wrong!`;
        message += guess < randomNumber ? ` The number is too low.` : ` The
number is too high.`;
        document.getElementById('result').textContent = message;
        document.getElementById('turns-left').textContent = `Turns left:
${turns}`;
        document.getElementById('previous-guesses').textContent = `Previous
guesses: ${previousGuesses.join(', ')}`;
      }
      document.getElementById('guess-input').value = '';
    }

    function resetGame() {
      randomNumber = Math.floor(Math.random() * 100) + 1;
      turns = 10;
      previousGuesses = [];
      document.getElementById('result').textContent = '';
      document.getElementById('previous-guesses').textContent = '';
      document.getElementById('turns-left').textContent = '';
    }

    function endGame() {
      document.getElementById('guess-input').disabled = true;
      document.querySelector('button').disabled = true;
      document.querySelector('button').style.display = 'none';
      const restartButton = document.createElement('button');
      restartButton.textContent = 'Start New Game';
      restartButton.onclick = () => {
        resetGame();
        document.getElementById('guess-input').disabled = false;
        document.querySelector('button').disabled = false;
        document.querySelector('button').style.display = 'inline-block';
      };
      document.body.appendChild(restartButton);
    }
</script>
</body>
</html>
```